

VISIT...

LANZAROTE  
*Caliente*.COM

MAXIMUM  
RATORNING  
may \$1.95 U.S.  
\$2.05 CAN. 

SUPER HEROES FROM CLIVE BARKER

# HYPERKIND™

FACE THE FURY OF

# LAZURIX

DIRECT EDITION



OBI

ONCE, LONG AGO, SUPER HEROES WERE REAL. NOW, THE POWER IS REBORN INTO FOUR PRODUCTS OF THE GRIT AND GLITZ OF HOLLYWOOD BOULEVARD: A JOCK, A RICH GIRL, A DRUG ADDICT, AND A CHILD OF THE STREETS. THEY WILL BECOME THE HEROES OF A NEW GENERATION — IF THEY CAN SURVIVE.

ON A MISSION OF MERCY TO  
SAVE THE DYING ARMATA, HER  
TEAMMATES LOGIX, AMOKK,  
AND BLISS ABANDONED THE  
NEWFOUND HEADQUARTERS  
OF THE FAITHFUL...

...WHOSE LEADER, AMBERTRANCE  
FASIA, IS NEAR TO THE SECRET  
HISTORY OF THE PAXIS, HIDDEN IN  
RECENT YEARS BY THE MACHINA-  
TIONS OF THE EVIL PARAGON  
JOHN.

BUT NOW A VILLAIN SHE HAS  
THOUGHT LONG-DEAD RETURNS  
AFTER FORTY YEARS—WELLBENT  
ON THE DESTRUCTION OF THE

**HYPERKIND**

PH. LOBICKA! YOU WERE ALWAYS SO  
BEAUTIFUL... SO RUSTY... SO --  
INTOUCHABLE!

DREAMORANCE WAS THE PRETTY  
ONE--THE BOMBHELL--WITH HER  
GENTLE POWER TO REACH INSIDE  
MEN'S HEARTS AND SOULS...

...BUT NOW I SUSPECTED OF  
HIDDEN DELIGHTS! BENEATH  
THAT FROSTY EXTERIOR... IN  
TIME I KNEW YOU WOULD  
SURRENDER TO SOMEONE'S  
TOUCH...

...PERHAPS THE  
TOUCH OF...

**LAZUREX  
PRIME!**

created by  
**CLIVE BARKER**

story  
**FRED BARKER**  
art by  
**PAUL GILLINGS**  
& **STEVE SKROCE**  
inks  
**MIKE MALCOLM**  
letters  
**STEVE LENTRO**  
color  
**JOHN SMITH**

editors  
**MARK MCALPIN**  
chief  
**JOHN DEPALLO**  
contributing editors  
**MALCOLM SMITH**  
executive editors  
**CARE ROTTS**

HYPERKIND® Vol. 1, No. 9, May, 1994. Published monthly by MARVEL COMICS, Terry Stewart, President, Stan Lee, Publisher, Michael Holston, Group Vice President, Publishing Office of PUBLICATION, 367 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. Application to mail at second class rates is pending in New York, NY and at additional mailing offices. Published monthly. All HYPERKIND material copyright © 1994 Clive Barker. All rights reserved. Price \$1.95 per copy in the U.S. and \$2.95 in Canada. Subscription rate for 12 issues: \$21.00 U.S.; \$33.00 foreign, and Canadian subscribers must add \$10.00 for postage and GST. GST #R127032852. No similarity between any of the names, characters, persons, and/or inclusions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. This periodical may not be sold except by authorized dealers and is sold subject to the condition that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. HYPERKIND, THE NEXT PAXIS (including all prominent characters featured in this issue and the distinctive likenesses thereof) is a trademark of CLIVE BARKER. POSTMASTER: SEND ADDRESS CHANGES TO HYPERKIND, c/o MARVEL DIRECT MARKETING CORP./SUBSCRIPTION DEPT. P.O. BOX 1979 DANBURY, CT 06813-1979. TELEPHONE # (203) 743-5331. Printed in Canada.



IT WAS THE MOST HORRIFYING  
DISPLAY OF RAW POWER I HAD  
EVER SEEN...

NO, LET  
CLARION  
GIVE YOU A HAND!

ooooooooooooooshh

NOOO!  
DR. L!

"...BLASTING MY  
PRECIOUS LULO  
FROM HER ELECTRO-  
BUBBLE..."

RELEASE  
HER!

"...AND ENCASES  
SQUIF IN A MIGHTY  
FIST OF STEEL  
DEBRIS!"

THAT LIGHT...IT'S LIKE I  
COULD NEVER SEE BE-  
FORE! ALL MY PETTY  
CONQUESTS ON EARTH--  
SO POINTLESS IN THE  
COSMIC SCHEME...

...WHILE  
ALL ALONG,  
THE UNIVERSAL  
CREATIVE  
SPIRIT WAS  
WORKING  
THROUGH ME--  
TO CREATE  
MY BOBO  
SQUAD!

BOO!  
BOBO  
DEBRIS!

"THAT'S WHEN YOU GOT  
INTO THE ACT--USING  
YOUR POWER AS LOGICKA  
TO ENTER MY  
MALFUNCTIONING  
ROBOT'S CIRCUITRY..."

REACTOR  
CORE  
UNSTABLE!  
WARNING!



"DREAMDANCE REACHED INTO MY  
DREAMING TO ACCESS MY  
DEAREST FANTASY..."

"...WHERE SHE ANGRILY  
DISCOVERED MY PASSION--  
FOR YOU, LOGICKA."

YOU  
SHOULD  
LOOK OUT  
FOR WHAT  
YOU WISH  
FOR  
BUSTER."



"SHE MUST HAVE TAKEN  
PERVERSE DELIGHT..."

"...IN GRANTING  
MY DREAM THE  
SEMBLANCE OF  
REALITY..."



"...CASTING THE  
ILLUSION OF YOUR  
FORM ONTO THE  
METAL FLESH OF  
MY ROBOT  
MAIDEN."



"BY THE TIME DATAK HAD TORN  
THE TWO OF US APART..."



"...IT WAS TOO LATE! LAZUREX  
THE ROBOT MASTER HAD  
BREADED HIS LAST."

"OR SO YOU HOPED."







HAVING OPENED THE COM-LINK TO THE NEO-FINIXIS, AMBERTRANCE PULLS OUT ANOTHER JEWEL FROM HER WAR CHEST!

DON'T WASTE YOUR TIME, MY  
LADY! IN RECONSTRUCTING  
MY BODY, THE ROBOSQUAD  
DID NOT LEAVE ME  
DEFENSELESS!

**LVLD'S ELECTRO-BUBBLE FOR INSTANCE! MORE THAN POWERFUL ENOUGH TO DEAL WITH MERE BULLETS!**

FOR 95 YEARS, SHE'S BEEN A FIGHTER, AND, AGE KEPT AT BAY BY QWO TECHNOLOGY, SHE'S NOT STOPPING NOW!

I DON'T KNOW  
WHAT TWISTED  
DESIGNS YOU  
HAVE ON ME,  
LAZUREX--

--BUT YOU WON'T CAPTURE ME ALIVE TO PLAY YOUR GAMES!

HAVE IT YOUR WAY,  
LOONKA-- WITH  
PLAZ'S ATOM-  
PULSE!

YINGH!

MY NAME IS  
AMBERTRANCE  
NOW, YOU  
DEVIL...

AND IF THE  
NEO-FAxis DON'T  
RESPOND TO MY  
CALL SOON, I  
WON'T BE USING  
IT MUCH  
LONGER!

STRENGTH  
AND GRACE,  
CHILDREN...

AMBERTRANCE WAS  
ONE OF THE PAXIS--  
SHE HOLDS THE  
ANSWERS TO EVERY  
QUESTION ABOUT  
OUR POWERS... OUR  
SECRET PAST!

WITHOUT  
HER HELP, I'D  
~~BE DEAD~~  
RIGHT NOW...

...AND YET, IF  
THAT HELICOPTER  
FOLLOWS US TO  
THE HIDDEN HQ  
OF THE FAITHFUL,  
WE'LL HAVE  
PLAYED RIGHT  
INTO PARAGON  
JOHN'S HANDS!

THERE'S NO SHAKING THEM! WE HAVE TO STOP AND FIGHT!

IF WE LEAD  
THE PARACORPS  
TO AMBERTRANCE  
AND HER REBELLION,  
THE WORLD WILL  
NEVER KNOW THE  
TRUTH! WE CAN'T!

HEAR THAT ON  
THE WALKIE-  
TALKIE? MORE  
GUNFIRE AND  
A HUGE  
EXPLOSION!

WHAT'RE  
WE GONNA  
DO?

LISA WEIGHS THE CONSEQUENCES -- AND CHOOSES!



THIS IS  
LIFE AND DEATH,  
PEOPLE! WE'LL DEAL  
WITH OJ, P.J. AND HIS  
MILITIA LATER--  
RIGHT NOW WE'VE  
GOT A LIFE TO  
PROTECT!

NO! NOT  
THE  
PARACORTS!

BLAST  
YOUR INTERFERENCE!  
I WILL NOT BE SHOWN  
FROM MY VENGEANCE!



HYPERKIND  
AT ELEVEN  
O'CLOCK!



LOOKS LIKE SOME  
KIND OF NUCLEAR-  
POWERED CYBORG!

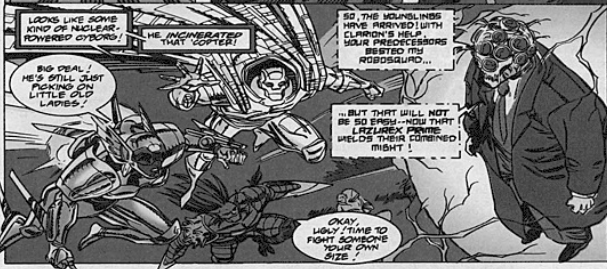
HE INCINERATED  
THAT COTTER!

BIG DEAL!  
HE'S STILL JUST  
PICKING ON  
LITTLE OLD  
LADIES!

SO, THE MOUNSLINGS  
HAVE ARRIVED! WITH  
CLARENCE'S HELP,  
YOUR PREDECESSORS  
BESTED MY  
RODSQUAD...

...BUT THAT WILL NOT  
BE SO EASY--NOW THAT  
LAZUREX PRIME  
WEIGHS THEIR COMBINED  
MIGHT!

OKAY,  
WELL! TIME TO  
FIGHT SOMEONE  
YOUR OWN  
SIZE!



WHAT'S  
YOUR DEEF WITH  
AMBERTRANCE LAZY?  
CARE TO SHARE YOUR  
FEELINGS--FOR ALL  
TO SEE?

...AND THERE SHE FINDS THE  
FORM HER POWER ONCE IN-  
HABITED--AND TAKES IT AS  
HER OWN.

DREAMDANCE!

YOU'RE THE ONE  
WHO KILLED ME!  
YOU!

AS HER FRIENDS LOOK ON, A  
PANOPLY OF SUPER HEROES--  
THE FACES OF THE PAST--  
PLAYS BEFORE BLISS...

NICE  
DISTRACTION,  
BLISS...

...BUT THEN  
DISTRACTION  
PEOPLE OF  
YOUR SORT  
DON'T FIT

WAA!

HE'S HEADING  
FOR THE HOLLYWOOD  
SIGN!

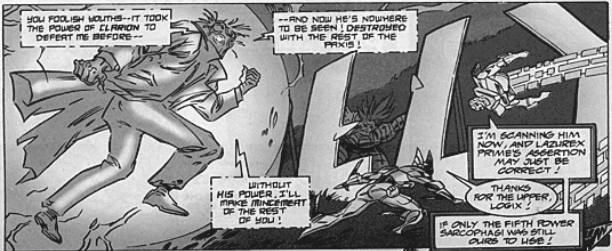
BLISS--YOU GET  
AMBERTRANCE  
OUT OF THE LINE  
OF FIRE. WHILE  
WE CHASE THIS  
NUTCASE DOWN!

HANG ON  
TIGHT, AMBERTRANCE!  
I'LL FLY YOU SOME-  
PLACE SAFER!

STOP!  
SHE'S DEAD!

YOU!  
YOU'RE  
PROJECTING  
DREAMDANCE!

PLEASE,  
PLEASE--MAKE  
HER GO  
AWAY!





HOW'D YOU GET ON THIS GUY'S BAD SIDE?

WE FAXIS KILLED LAZUREX AND HIS REBO-SQUAD FORTY YEARS AGO--OR SO WE THOUGHT!

ANY WORDS OF WISDOM ON GETTING THE NEW, IMPROVED VERSION OFF OUR CASE?

NOW I CAN CONTROL BQUIP'S TENTACLES BY REMOTE! LET'S SEE YOU GET OUT OF THIS STRAIT-JACKET!



IT WAS CLARION'S NIGHT THAT TURNED THE TIDE IN OUR LAST BATTLE! IF SOMEONE HAS THE FIFTH POWER...

...WE'D BETTER FIND IT FAST!



GLOAT JUST A LITTLE LONGER, PC-BUTT...

HA!



"...AND I'LL HAVE TIME TO DIGITALIZE MYSELF--ACCESSING THIS DATA PORT IN YOUR SKULL..."



...AND TAKING YOU OUT FROM THE INSIDE!

NOW, LET'S COME UP WITH A SUB-ROUTINE TO KEEP YOU BUSY FOR A WHILE...

...MAYBE YOU CAN SOLVE MY LOVE LIFE -- DYAN AND LISA SURE MAKE MY HEAD SPIN!



MY BUDDY LOOKIN' GIVIN' YOU A MASSAGE, OLD MAN?

WHAT IS... THE MEASURE... OF... LOVE...?

CANNOT... COMPUTE...!

AUTOMATIC DEFENSES COME TO LIFE AS THE CYBORG'S MASSIVE RAM UNITS ARE OVERRUN BY THE ROOKIE QUERY...





NEED LAZUREX PRIME'S  
BREAK UNIT, LOBIX'S  
ELECTRICAL GUEST  
PLAYS NARCO...

THERE HAS TO BE AN  
ACCURATE MAP OF LOS  
ANGELES COUNTY  
STUCK IN HERE  
SOMEWHERE!

WITHOUT IT, THIS  
FRANKENSTEIN CYBORG  
WOULD NEVER FIND  
HIS WAY AROUND...  
AND NEITHER WILL WE!

...LOVE...LOST...  
LOS...RISLES...

FOUND IT! BUT  
NOW COMES THE  
HARD PART!

BLISS AND ARMATA--  
TAKE TO THE AIR AND  
LET ME KNOW YOUR LOCATION  
BY CELLULAR  
COMMUNICATOR.

I'LL USE THE DIFFERENCES IN  
PULSEBEAT TO FIGURE DIST-  
ANCES--AND YOUR LOCATIONS  
TO COME UP WITH THE ANGLES  
TO OUR QUARRY. IF I CON-  
CENTRATE, I CAN PINPOINT  
THE LAST KEY.

ONLY CLARON'S  
TOWER CAN  
RELEASE YOUR  
FRIEND--AND  
LOBIX'S CONTROL  
OVER LAZUREX  
PRIME CAN'T  
LAST.

GO...I  
SHOULD JUST  
LIKE... GO  
SOMEWHERE?

AND  
TRY NOT TO COME  
BACK...

TIME  
IS OF THE  
ESSENCE!

THAT GOT  
'EM MOVIN'--NOW  
I'D BETTER FIGURE  
OUT HOW TO DO  
THE SAME WITH OUR  
CALAMITY BETA  
FOR BAD ORAL  
HYGIENE...

...CAUSE  
GEORGE HAS  
GOT SOME  
DRIVIN'  
TO DO!



LONG MOMENTS LATER...

OKAY, LOGIX!  
I'M AT FREDERICK'S  
OF HOLLYWOOD, DOWN  
ON THE BOULEVARD.  
LISTEN FOR THE KEY  
FREQUENCY!

GOT IT!  
ARMATA?

GIORGIO  
OF BEVERLY  
HILLS... REDDO  
DRIVE.

MY OWN KEY IS HERE  
AT GRIFFITH  
OBSERVATORY! OKAY,  
I'VE GOT THE  
COORDINATES AND  
PULSE FREQUENCIES,  
AND I'M TRANSLATING  
NOW--

BEEP

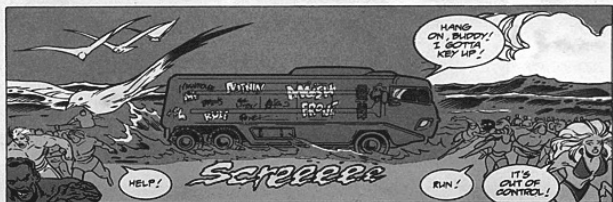
ACCESSING THE PEGAPES-  
OLD MAP WITHIN LAZUREX  
PRIME'S DATABANK, LOGIX  
SPINS A WEB OF GEOMETRIC  
CALCULATIONS, THE ANGLES  
AT LAST CONVERGING ON  
ONE SITE!

WE'VE  
GOT IT!

THE WIELDER OF  
THE EYE-KEY IS  
AT THE VENICE  
BEACH STRAND!  
GO REEL HIM  
IN!







HANG  
ON, BUDDY!  
I GOTTA  
KEY UP!

HELP!

Screeeee

RUN!

IT'S  
OUT OF  
CONTROL!



FLASH

GROWNR



LOGIX  
AND LATEXURE  
PRIME - SOME-  
HOW THEY'RE  
MURDERING!

GOTTA  
GET INTO THAT  
ELECTRO-SHOCK  
BUBBLE!

HELP!  
HELP!

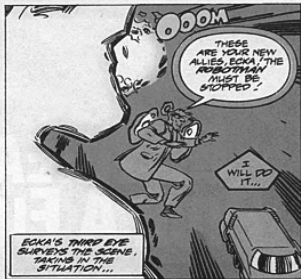


LET LOGIX GO,  
YOU ONE-MAN  
ENERGY  
CRISIS!

CHOOM

PLEASE,  
KENNY! YOU'VE  
GOT TO BE  
OKAY!

I DON'T  
HATE YOU...  
REALLY, I  
DON'T...



OOOM

THESE  
ARE YOUR NEW  
ALLIES, ECKA. THE  
ROBOTMAN  
MUST BE  
STOPPED!

I  
WILL DO  
IT...

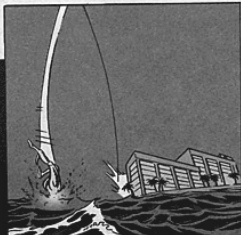
ECKA'S THIRD EYE  
SURVEYS THE SCENE.  
TAKING IN THE  
SITUATION...



HE'S OUT OF  
CONTROL--ACTIVATING  
HIS ATOM-SMASHERS!  
HE--  
**UNGH!**

I WARY OF  
THIS BATTLE!  
PREPARE  
FOR YOUR  
DESTRUCTION!

LAZUREX  
PRIME IS BACK--  
AND NASTIER THAN  
EVER! BUT WHAT  
DOES THAT MEAN  
FOR LOGIX?



I GUESS IT'S ALL UP  
TO ESCHBACHER'S MUTT  
NOW! KENNY'S LIFE  
IS IN HIS, UH, **PAWS!**

WHO'D'VE THOUGHT  
THOSE OLD MACHINES  
WOULD POWER UP  
A BOSS!



WAIT! THAT  
LIGHT! BRIGHTER  
THAN WHEN I'VE  
TRANSFORMED...



SO YOU  
ARE THE ONE  
CALLED LAZUREX  
PRIME--NEITHER  
MAN NOR  
MACHINE...

...AND  
LESS THAN  
EITHER! AS A  
HUMAN, YOU WERE  
CHARGED WITH  
THE PROPER USE  
OF YOUR WONDERFUL  
IMAGINATION...

...AND AS A  
MACHINE, YOU  
WERE TO BE A TOOL  
FOR CIVILIZATION'S  
CONTINUING  
EVOLUTION!

IN  
BOTH, YOU  
HAVE  
FAILED!



THE  
LIGHT...  
NOOD!

WHY  
WILL YOU TINY  
SCIENTISTS NOT  
LEARN YOUR  
LESSON?!

YOU  
WERE GIVEN  
GREAT INTELLECT  
TO ENJOY--TO  
PREPARE THE COSMIC  
BLUEPRINT...

...BUT  
THE DYING  
MATHEMATICAS  
WERE NEVER YOUR  
CREATION!



ACCEPT  
YOUR PLACE AS  
SUBJECT OF A  
GREATER  
UNIVERSE--



FREE! HE  
DID IT!



EVEN  
IN CHAOS,  
THERE IS  
HIDDEN ORDER.  
THINK ABOUT  
THAT...

...OR  
YOUR ATTEMPTS  
TO CONQUER IT  
WILL DESTROY  
YOU!



LET ME  
GO!



...IN A  
LIFE TO  
COME!



YOU  
HUMANS ARE  
SO STRANGE!  
YOU COULD BE  
GRATEFUL FOR  
THE GIFT OF  
LIFE!

BUT IT'S  
NEVER  
ENOUGH,  
ECKA!

THERE'S  
ALWAYS  
THE FEAR...  
AND THE  
LONGING!

BUT  
WHAT  
ABOUT  
LAZUREX  
PRIME?



HE WILL  
BOTHER YOU NO  
MORE... GIRL -  
WHO IS NOT -  
ESCHBACHER...

I--I  
HAD TO  
TRICK  
YOU. I'M  
SORRY.

BUT  
HOW DID  
YOU  
KNOW?



YOUR  
SCENT  
WAS  
WRONG...

I  
SEE.

...OLD  
WINE, CIGARETTES,  
CAR EXHAUST  
HAMBURGERS--  
THAT WAS  
ESCHBACHER'S  
PERFUME...

...WORN  
OVER A KIND  
OF UNCERTAINTY, A  
SAD SENSE OF  
HELPLESSNESS  
THAT I COULD  
SPOT IN ANY  
CROWD.



BUT...MY  
FRIEND IS LONG  
GONE. TRACES OF  
HIS SOUL REMAIN--  
BUT THEY ARE NOT  
PARTS OF HIM I  
WISH TO  
KNOW.

THEN  
WHY DID YOU  
HELP US?

WHAT  
YOU SAID  
ABOUT NEEDING  
MY LOYALTY AND  
HELP...IT DIDN'T  
MATTER WHAT ~~ANY~~  
SAID THOSE  
THINGS...



...YOU  
SPOKE THE  
TRUTH...AND I  
HEARD IT IN  
MY MASTER'S  
VOICE.

G-GOODBYE  
ECKA! THANK  
YOU...

AT LEAST  
WE'LL KNOW  
WHERE TO  
FIND HIM...

...BUT WHY  
WOULD A BEING  
WITH UNIVERSAL  
CONSCIOUSNESS  
WANT TO LIVE IN  
A WALL?

WE WILL LEAVE BLISS TO  
CONTINGUATE SUCH  
COSMIC VAGARIES ON  
HER WAY BACK...



VERY WELL. FOR OVER TWENTY YEARS, WE THOUSAND FAITHFUL HAVE STRUGGLED IN SECRET TO HANG ONTO THE TRUE PAST...

...THE HISTORY STOLEN BY PARAGON JOHN'S BRAINWASHING.



WE HAVE FOUGHT TO KEEP THE HEROIC IDEALS OF THE FOXES ALIVE IN A FEW HEARTS, SO THAT DARKNESS WOULD NOT CONSUME THE SOULS OF ALL WOMEN AND MEN.



"BUT PRIDEFUL BOSCHBACHER CHANGED ALL THAT!



"HE PASSED THE QUA KEYS--THE POWERS--TO YOU!"

THERE ARE YOUR ANSWERS! IF YOU TAKE THEM WISELY, A FUTURE EXISTS FOR HUMANITY--



"...A FUTURE YOU HOLD IN YOUR HANDS.

"I TRUST YOU WILL DO THE RIGHT THING. STRENGTH AND GRACE ... HYPERKIND."

NEXT: WATCH OUT FOR THE HYPERKIND SPECIAL, ON SALE THIS SUMMER! CHECK OUT THE LETTERS PAGE FOR DETAILS!



# HYPERKIND

## the end of the road

Maybe we can't see it from here. Maybe it will take time and distance to install upon this series the glow of an object of quality, but it will happen. Years from now, this full first run of HYPERKIND may be unearthed by some lucky individual who will be treated, as you were, to the birth of a legend. It will happen for some as a new experience. For you readers of this column; both those here from the beginning and those latecomers who still got a thrilling ride; for you, the glow has probably already begun. That makes it that much harder to put out this, the final issue of the first run of HYPERKIND.

But it's not without a sense of accomplishment that we sign off. We did do something, here.

## something different

We changed the expectations of thousands of comic readers, actually providing something more than just dazzling visuals—daring to bring the reading back to comics reading. We challenged imaginations by introducing the pieces of our puzzle one by one, even in different titles, defying you to guess at the larger picture before the last section was revealed. And I think we provided some real excitement, and more than a few surprises along the way.

And now, with a sigh and a tear, we turn the last page of this epic. So long. That's it. No more.

No way. We're not done yet. Not by a long shot.

## something special

This summer, keep your eyes peeled for the first HYPERKIND SPECIAL, an amazing 48-page extravaganza that will redefine the heroes of the '90s, and usher them into a new age of adventure! The saga of our new Hyperkind will take them to the end of the universe and...but wait...that would be telling.

For those of you who've come to know and love the Neo-Paxis, let's just say that writer Fred Burke promises that the special will fulfill your greatest hopes, and your worst nightmares for these characters. Their lives will, once again, be irrevocably changed by the powers they've acquired. A dramatic revelation will upset their status quo, with repercussions rocking throughout the world. This is the story this series merely preludes, and it promises all the suspense, action and excitement you've come to expect, and more. The vivacious visuals for this will be brought to you by Roger Cruz, the pencil who knocked your socks off in issue #81. He's looking forward to a run with these heroes that's every bit as dynamic and dramatic as his predecessor, Paris Cullins, delivered! And that's just the beginning.

## something new

We'll also be featuring two ECTOKID SPECIALS during the summer months to alleviate your yearning for the unique, and the changes in his life will be equally enthralling! These stories will provide much more bang for your buck, and turn the Ectokid you know and love inside-out! Which is all just our way of asking you to stick around—because the best is yet to come!

And in the meantime, keep your cards and letters coming! Each and every one is read here, before being forwarded to Clive Barker, and we thrive on your feedback. Tell us what we're doing right, but more importantly, what you'd like to see that we're not delivering! We won't have another letters page to ask for your letters for a while, so keep 'em coming!

Until next time in the HYPERKIND SPECIAL, thanks to you heroes for keeping the faith. We'll do our best to give you the dreams you've been looking for. Strength and grace to you, heroes. Strength and grace.

## THE FACTS OF HYPER-LIFE

You're holding in your hands our last monthly *Hyperkind* issue for a while—but don't despair! We've got two extra-length specials coming (one for summer and one for winter), and if they garner a strong response, we'll be back for good.

## HOW YOU CAN TAKE ACTION

In some ways, capitalism is the ultimate democracy. You vote with your dollars and elect the products of your choice. (Of course, some people just happen to possess more votes in their wallets than others, so it's not the fairest of electoral systems...but every vote definitely counts.) We chose to

launch the *Razorline* just as a number of new candidates entered the race—and it's been very hard to get noticed. Comic book stores have started to limit the number of ballots available, so many voters never even got a chance to pull the lever for *Hyperkind*. Here's what you can do:

- 1) Ask your friends to check out this issue of *Hyperkind*.
- 2) Dig into those back issue bins at your local comics shop to complete your collection of *Razorlines*.
- 3) Ask the manager of your comics shop to reserve you a copy of the first *Hyperkind* special.
- 4) Keep your letters coming! We

read 'em—and we want to know what you think!

## RAZORLINE:

I recently arrived in the world of comics after I read in the *Austin Chronicle* about the pending release of *Razorline*. I like it! My initial attraction was the fact that Clive Barker was associated with these comics. I thought it was a great idea to bring together a group of creative writers to give them a framework, and let them finish the job. When reading one of the comics, it felt like I was at a scene where Clive was telling a story through the medium. In other words, I'm receiving this story due to a collective, the open minds, Clive's channeled spirit, and great parlor tricks.

I would suggest that Clive's works be required reading for all staff. I read *King* if I want perfect character descriptions, and Koontz for technology and thrill. Both writers churn out books about as quickly as your comics. I am not trying to discount these writers in the least, for both of them can keep you turning pages, but their books don't lend themselves to remembrance quite like Barker's. He creates interactive worlds (as you are beginning to do) through feelings and thoughts. He is quite descriptive and yet he is not. Reading a Barker book is an entirely unique experience to each individual, because the language is more on a feeling level than a picturesque.

I guess what I am saying is, keep doing what you are doing and remember that among the ink and colors, the reader's imagination is another one of your tools to use. Create questions, build suspense, and leave things to the imagination.

Darin Davis  
1250 Cap of Tx. Hwy. 5,  
Bld. III Suite 200  
Austin, TX 78746

I've been "channeling Clive" for a number of years, Darin—and I really like your metaphor in *Clive Barker, Illustrator and Its sequel*. I tried to give readers the most undiluted view of Clive we could conjure, using both his words and his pictures. Before taking on the *Hyperkind*, I adapted many of Clive's short stories into comics—so I've read all of his prose fiction. Without that grounding, our work here at Marvel would have far less resonance. Thanks for writing.

Hey, *Hyperkind*,

*Hyperkind* #5 was another perfect issue in an unbroken string of successes. Everyone involved did their

usual trend-setting best and should be properly congratulated.

Many of the questions I had have been thoroughly answered and then some! Paragon John is a truly classic villain. Of course, I know the Zona won't keep him dispatched for long. And speaking of Zona, how utterly Barkeresque! I figure the effects of this horrible drug on the collective unconscious of humanity created that black fetal apparition from issue #3. I'm also quite certain we haven't seen the last of these unholy manifestations.

Finally we get to see the original Paxis in all their glory. I really like these flashback sequences, and I hope to see more of them. One thing did strike me, though: Z-Man abandons his career in grief, Clarion disperses in an attempt to know God, and Logicka vanishes in the wake of Paragon John's skewed arguments. Maybe the Paxis weren't really the heroes they thought they were. Maybe Lisa, Kenny, George, and Dyan were really the ones the powers were meant for. Makes you think...

For all the questions this issue answered, an equal number of mysteries arose. This book really keeps me on the edge of my seat! What happened to the fifth power? Will we ever see Z-Man or Logicka again? Whatever became of Dr. Transom and the Zanias? And just what the heck were the Morusian-Anubisti Earth Wars?

I told you after reading the first issue that *Hyperkind* would be a great comic and that I'll be around for every issue. Clive should be proud!

Don Massi  
590 Lower Landing Rd #2113  
Blackwood, NJ 08012

In our upcoming *Hyperkind* specials, you'll learn a lot more about the Morusian-Anubisti Earth Wars. Don't you're right on target about issue #3's infamous blob-things—and they will be back some day. As for who the powers were meant for...we've still got some surprises for you sleevies!

Mark—

IT'S GOTTA BE CARLOS! It just has to be, considering I have to have *Hyperkind* #11 It's the only Razorline title I don't have!

The stories keep getting better! Keep up the good work! At first I was a little skeptical about the future of *Hyperkind*. It just seemed a little too "normal" as far as comics go. Thanks for proving me wrong. You push the "reluctant hero" thing far beyond where it's been before. Too many writers forget about the duality of people when creating something new. When you create a situation where the battle between good and evil goes on inside one individual (let alone four!), it seems a lot more believable and intriguing! Thanks!

Michael J. Baker  
4211 Appian Way W.  
Gavianna, OK 43230

Carlos was the winner in Marc's "who gets the fifth power?" contest! Since the recipient of the fifth power has been revealed this issue to be the mighty mongrel, your answer gets a big buzzer, Micheal! But because so many chimed in with requests to see more of Carlos, you've started things buzzing—and we will definitely feature Carlos more prominently in our next series!

Mark McLaurin—

I have a guess as to who is the owner of the fifth power in the *Hyperkind* series. My entire theory is based on the person in the shadows in #7 with all the eyes. The only person I know who looked like that was Zodiak, who I glimpsed once in a thumbed-through *Ghost Rider*. But I don't know if the worlds of the Decamundi are ready for a crossover outside their walls yet. Plus, you mentioned the return of Tempest, and it could very well be her in the shadows; having been taken apart by Z-Man, who knows how she looks now. The only other many-eyed image I have is of one of Clive Barker's original drawings of Gookin Stralith from *Hokum & Hex*, and I really hope he's not getting involved. If the person in the shadows is unrelated, and I guess we'll know by #8, then my guess is for Eschbacher. Who can have greater "God-consciousness" than a living spirit? Well, anyway, I'm out of here...

Mike Lipari  
Box 294  
3000 Woodrow Way  
Atlanta, GA 30319

Dear Razorline,

Oh, no! I picked up my *Hyperkind* #7 a week after it's been released! Now, I know that people have already written in, but here is my submission for the keeper of the fifth power.

It's Eschbacher himself. First of all, you can't say that the guy wasn't all-knowing. Maybe mistaken about the kids' strengths, but he certainly had it down with information and morals of the Paxis. Secondly, in the preview of the second issue, he fights the creature inside the computer, saying that he believes in the way of the Paxis and that he is "individuality," meaning that, if the remaining old Paxis are dead or forgotten, he is left with Clarion's power. He is in direct contact with the sarcophagi through the computer. Is stuck in the system of the old movie theatre, and could probably take the power if he thought it would benefit the *Hyperkind*. With his past experience and forgotten memories to be unraveled, he'd make the perfect leader for the team who can't decide on one! He's already conquered the computer's beast, which means he's ready to be communicated with through the system. It's only so long before Logix fixes the machinery he

destroyed. Finally, your hints about the uses of god-like power are shown when the old man not only adapts to fly, but also creates a bayonet on his hand and rips out a chunk of cement! Can't get more god-like than that!

Ah, well, whatever the outcome, you can bet your red-leather-razor-hand buttons I'll be there! Until Kenny gets a real relationship, long live *Hyperkind*!

Jeff LaSalle  
3649 Ligon Road  
Ellicott City, MD 21042

Now the Eschbacher contingent has weighed in! Nope—he's got enough power as it is. Check out the first *Hyperkind* special this summer for more on the ghost in the Paxis machine...

Dear Razorlines,

As regards the fifth power, my guess is that the recipient is Trip Munroe, super-magician. My second guess—Phil Fetter. See you in *Hyperkind* #9!

Robert W. Getz  
1411 Sinkler Rd.  
Warminster, PA 18974

Several people have misconstrued something Trip said in *Hyperkind* #6. Trip is a *hyperkind*—someone with extraordinary powers. Amokk is a member of *The Hyperkind*, the kids' name for the neo-Paxis team. Ah, the joys of Decamundi grammar!

Dear Razorline,

I just recently purchased one of your comics called *Hyperkind*. After I bought the first issue, I bought the second one and am now collecting the rest of the series. I want to tell you your comics of *The Hyperkind* are great and that I am a big collector and an artist, and if you need any ideas just write me back. Thank you.

Chad Malanovich  
Box 954 Canora, Sask.  
S0A 0L0 Canada

Although I've got enough stories to fill this book for quite a while, Chad, I should point out that *Hyperkind* is here for you, our readers. Let us know which stories you love, which stories you hate. It's the only way we can promise to deliver the comic book reading experience you crave! See you this summer!

—Fred Burke

MARVEL  
RAZORLINE  
NATION